



2009

Region 3 Championships

Instructional Materials



Handling The Ball

2009 Referee Program Directives
February 2, 2009

Keys to Identifying Handling the Ball

There are several key criteria referees should use to determine whether contact between a player's hand/arm and the ball constitutes a foul for handling. Many of the criteria have formed the foundation of referee identification of handling offenses for years. Despite this foundation, handling criteria continue to be applied inconsistently.

Going forward, additional criteria will need to be considered by officials in determining if contact by the ball with the hand/arm is, in fact, a handling offense. For example: ***Did the player make himself bigger?***

The following 3 criteria should be the primary factors considered by the referee:

1. Making yourself bigger

This refers to the placement of the arm(s)/hand(s) of the defending player at the time the ball is played by the opponent. Should an arm/hand be in a position that takes away space from the team with the ball and the ball contacts the arm/hand, the referee should interpret this contact as handling. Referees should interpret this action as the defender ***“deliberately”*** putting his arm/hand in a position in order to reduce the options of the opponent (like spreading your arms wide to take away the passing lane of an attacker).

- Does the defender use his hand/arm as a barrier?
- Does the defender use his hand/arm to take away space and/or the passing lane from the opponent?
- Does the defender use his hand/arm to occupy more space by extending his reach or extending the ability of his body to play the ball thereby benefiting from the extension(s)?

2. Is the arm or hand in an “unnatural position?”

Is the arm or hand in a position that is not normal or natural for a player performing the task at hand.

3. Did the player “benefit?”

In considering all the “signs” described above, the referee should also consider the result of the player’s (usually a defender) action. Did the defender’s action (handling of the ball) deny an opportunity (for example, a pass or shot on goal) that would have otherwise been available to the opponent? Did the offending player gain an unfair tactical advantage from contact with the hand/arm which enabled him to retain possession? In other words: **Did the player benefit** by putting his hand/arm in an “unnatural position?” The referee needs to be able to quickly calculate **the result of the player’s action** to determine whether an offence has been committed.

After applying the aforementioned criteria, if the referee is still uncertain as to whether handling the ball has occurred, the referee should then incorporate the following two criteria as part of his decision making process:

4. Reaction Time

The less time a defender has to react, the less likely there has been a handling offense. For example, a ball struck from a close distance, or a very fast moving ball, or a ball coming in from a direction which is outside the defender’s view gives little or no time for the defender’s reaction to be “deliberate.” The referee must take into consideration whether the defender’s reaction is purely instinctive, taken to protect sensitive areas of the body as the face. Distance is a factor in determining “reaction time.” The further the ball, the more reaction time a play may have.

5. Hand / arm to ball

Referees must be ready to judge whether the player moved his arm to the ball thereby initiating the contact. Additionally, the referee should evaluate whether the player deliberately readjusted his body position to block the ball thus intentionally playing the ball with his hand/arm.



100% Misconduct: Tactical and Red Card Tackles
2009 Referee Program Directives
February 2, 2009

Tactical Fouls: The Definition

Tactical fouls are primarily fouls that don't necessarily endanger the safety of an opponent but are committed either to break down a promising attack or to gain an advantage in attack. These fouls are often considered minor because they normally don't involve hard, physical contact. Because of this "soft" classification, they often go unpunished as officials do not recognize the tactical implication and the attacking advantage that is being denied. Shirt pulling or using their body to make contact with the opponent and impede their progress are frequent examples. Tactical fouls are not only an illegal challenge but where the foul interferes with a promising attack it should be considered as unsporting behavior. Here are some characteristics of tactical fouls:

- **Usually in attacking end of the field.**
Defensive players commit the foul because they acknowledge that the attacking team will have a credible opportunity to go-to-goal with a high degree of effectiveness. It normally involves speed of the attack.
- **Numerical advantage.**
Committed by defenders to prevent an attacking team or player from gaining a numeric advantage – not to be confused with denying a goal scoring opportunity.
- **Time to defend.**
Tactical fouls are committed to give the defending team time to get goal-side of the ball. In other words, to give the defending team (as opposed to the attacking team) time to get a numeric advantage between the ball and the goal.
- **Prevent the ball and/or player from advancing.**
Normally, committed to prevent the ball and/or attacking player from getting into space behind a defender or behind the defense. This assists in developing a numeric advantage. It is the "if the ball gets by, the player doesn't or if the player gets by, the ball doesn't" theory. Look for open areas of space that the ball would normally be played into or where an attacking player would run into if they were to receive the ball. This would be behind a defender, into space and normally in the attacking half of the field, often within 35-40 yards of the goal.

- **The defender knows he is beat.**

Defenders commit this foul because they know they have been beat by the attacker. Look for one vs. one situations: for example, an attacking player along the touchline going by his defender into space (normally along the wing) to set up a cross or to cut in toward the goal.

- **Minor nature of the challenge.**

Normally do not involve hard, physical contact.

These are just a few of the characteristics of tactical fouls. Work on training your eye to distinguish them. Ask yourself, “Why did the player commit the foul here?” Often times the fouls occur in the wide channels of the field, so it is critical that assistant referees also be aware of these characteristics and provide the referee with appropriate assistance.

Players work very hard to hide tactical-type fouls and make them difficult for the referee to identify. Tactical fouls are also labeled as “gamesmanship,” as they are designed to cheat the game and/or disrupt attacking play. Often, these fouls seem so minor that the referee fails to recognize the reason the player is committing the foul.

Tactical fouls require a yellow card for unsporting behavior.

Red Card Tackles

The Laws of the Game (Law 12 – Fouls and Misconduct) provide for three (3) types of challenges that escalate in terms of severity: from careless (simple foul) to reckless (caution) to using excessive force. Of the three, “using excessive force” requires the referee to red card the player.

1. Careless

“The player has shown a lack of attention or consideration when making a challenge or that he acted without precaution.” In other words, the player has not exercised due caution in making a play. Normally exhibited as a miscalculation of strength or a stretch of judgment by the player committing the foul. **No disciplinary sanction is required.**

2. Reckless

“The player has acted with complete disregard to the danger to, or consequences for, his opponent.” Clearly outside the norm for fair play. **A caution is required.**

3. Using Excessive Force

“The player has far exceeded the necessary use of force and is in danger of injuring his opponent.” The challenge places the opponent in considerable danger of bodily harm. **A red card is required.**

Red card tackles usually involve combinations of the following components:

- Speed of play and the tackle
- Intent
- Aggressive nature
- Position of the tackler – in particular, his legs (height of the tackler’s leading leg and the follow-up action by the tackler’s trailing leg)
- Opportunity to play the ball
- Atmosphere of the game



Dissent: By Word and Action
2009 Referee Program Directives
February 10, 2009

What is Dissent?

The Laws of the Game (Law 12 – Fouls and Misconduct) identifies “dissent by word or action” as one of the seven cautionable offenses. Although each referee must determine how to implement the Law based on the manner in which dissent is exhibited throughout a game and from game to game, the fundamentals of what is dissent and why dissent must be managed do not change. Dissent consists of language (both verbal and nonverbal) which disputes an official’s decision. Dissent must be managed because it:

- Erodes the authority of the referee;
- Reduces the enjoyment of other participants and spectators; and
- Can spread if left unchecked.

It must also be remembered that dissent must be dealt with when it is directed at an assistant referee or fourth official.

FIFA’s 2008/2009 “Interpretation of the Laws of the Game and Guidelines for Referees” (Interpretations) provides that “A player who is guilty of dissent . . . must be cautioned. The captain of a team has no special status or privileges under the Laws of the Game but he has a degree of responsibility for the behavior of his team.”

Law 12 provides directly for a player to be sent off if the player is guilty of “using offensive, insulting or abusive language and/or gestures.” Dissent and the use of offensive language are two different things, though they may occur together, and accordingly must be kept separate in deciding what action to take. This paper presumes that the player is not using offensive language while committing dissent. If offensive language is used, then the referee may send the player off based upon the context in which the language is used.

In deciding, among a range of options, which response will be most effective in managing a player who protests against a decision, the following criteria should be taken into account:

- **Public**
Are the player’s actions public in nature? How widely can the player’s language be heard and/or the gestures be seen? In general, stronger measures are needed as the message is spread wider. Consider the volume of the comments and who can hear the comments (other players, spectators, television).

- **Personal**

Is the protest aimed at an official or merely a generalized display of frustration without specific blame being placed on the referee? Are the comments a reasonable emotional reaction or are the comments directed at an official? Do gestures and body language make it clear that an official is being blamed? Is the player using the official's name or personal pronouns (e.g., "you" or "your") which focus on the official? In general, stronger measures are needed when dissent is personalized.

- **Provocative**

Are the comments or actions intended to incite further misconduct, make the dissent seem acceptable, or heighten the tension level? Are the comments likely to spark anger among others and potentially provoke further conflict on the field? Consider that racial, religious, ethnic or gender based comments, even if spoken in connection with dissent, must almost certainly be considered offensive language and require that the speaker be sent off. In general, stronger measures are needed when dissents only heightens tension and serves only to provoke others.

Overall, are the comments and actions disrespectful to "any referee" – not just to the referee to whom they were addressed? Officials must be aware of actions/comments that undermine the authority of the referee and must take the *appropriate action that corresponds to the actions of the player*. In short, the player's actions might be dissent in all cases but the referee must carefully gauge the most effective response in each specific case.

Forms of Dissent

It is not possible to catalog all the ways in which a player may display verbal or visual dissent but the following are some examples of actions which can be seen as disputing an official's (referee, assistant referee or fourth official) decision. They therefore require the referee's consideration and an effective response. The following forms of dissent are examples that can be exhibited toward any member of the referee team (referee, assistant referee or fourth official):

- Actions (verbal and visual) that bring the game into disrepute
- Actions that make the player's presence the focus of attention by injecting a negative temperament/attitude toward the referee
- Actions which convey aggressiveness toward the referee
- Mass confrontation around an official
- The use of words, tone, body language, facial expressions which demonstrate a negative, condescending attitude toward an official. The manner in which a player approaches the referee should be considered
- The extended nature and persistence of the player's actions make the player's intent even more obvious including persisting in displaying dissent after having been warned (see below – "The Stop Sign")

- Waving hands at an official, kicking balls away, charging toward an official, invading an official's body space, aggressively following an official around, physically moving toward an official, players having to be restrained from moving toward/at an official, players having to physically remove the player from the area around an official
- Strong and excessively loud comments, directed at an official, that can be heard by other players and spectators
- Gestures, non-offensive in nature, that are directed at an official and have been observed by spectators that show disgust over a decision or disrespect

Ask yourself: "Is this a quick emotional outburst or dissent?" If it is an "outburst," consider alternative methods of addressing the behavior. If it is dissent, then the referee must caution the player.

2009 Instructions to Referees: Taking Action

- **Common Sense Approach**

Referees must utilize common sense when deciding to caution players for dissent. The referee must make a determination given the game and the manner in which the dissent is delivered whether a yellow card is warranted or whether another method (like a severe verbal reprimand) of managing the situation will deliver positive results. The referee's response to dissent must be consistent with the potential impact of the dissent. Just as dissent can range from minor to moderate to serious based on the public, personal, and provocative guidelines discussed above, the response can range from ignoring a momentary emotional outburst (not directed at an official and not overly public), to talking to or warning the player, to engaging in public admonishment of the player, up to the actual cautioning of the player for dissent.

- **Early Action and Messages**

First and foremost, referees need to attempt to put a stop to dissent early in the match by positively addressing situations where dissent may arise or before a situation deteriorates where dissention is prevalent. Early recognition and early attempts to address protesting players will send a message that will hopefully resonate throughout the remainder of the game. Issuing yellow cards for dissent early in the match is not necessarily the answer as these early, unnecessary cards may handcuff the referee later. However, early action by the referee to impart presence and personality thereby communicating his tolerance level and dissatisfaction to the protesting player and other game participants can be very effective in "drawing the line" and setting the tone for allowable future player actions.

Although team captains are not exempt from Law 12's restriction on dissent, allowing a team captain (or similar team leader like the "Designated Player" described below) to respectfully present a contrary opinion may serve as a

useful outlet (keeping in mind the “public, personal, and provocative” guidelines). Such messages may provide useful “early warnings” for the referee to consider and may serve to keep a lid on further dissent by demonstrating the referee’s willingness to listen to player concerns.

Referees should attempt to send early messages regarding dissent and not ignore players and team personnel who protest. The objective is to do the least necessary to achieve the desired result. If the response is not successful, the firmness of the referee’s action must be escalated but there is no requirement to follow any specific steps. Remember, however, *referees are not required to initially warn players prior to cautioning* for dissent if the player’s actions are not manageable or if they immediately and blatantly bring the referee’s authority into question.

- **The “Stop Sign”**

Beginning in 2009, officials (referees, assistant referees and fourth officials) are encouraged to use the “**stop sign**” (arm extended out and palm facing the player) to indicate to a player that any further dissent (verbally or visually) may result in a caution. This is an immediate visual warning to be issued by the referee that can be seen by the players, team personnel, spectators, and press. The “stop sign” should be used by the referee to signify that the referee has “drawn the line in the sand” and further dissent by the player(s) may result in a caution being issued. Additionally, the “stop sign” is a signal intended to dissuade a player from approaching or making a run toward an official. When using the “stop sign,” the referee is indicating to the players that they should immediately cease their negative actions and/or protesting or be cautioned.



Note: The use of the “stop sign” does not preclude the referee from immediately cautioning a player (before the sign is used) depending upon the severity of the infringement or protest.

- **The “Designated Player” < MLS ONLY >**

Teams will be permitted to have a “designated player” who may be given the opportunity to talk to the referee in a responsible and professional manner. During the conversation with the “designated player,” all other players must remain at a distance or be dealt with according to the Laws of the Game. If the “designated player’s” actions are not professional and deemed to be dissent by the referee, the “designated player” will be cautioned. The referee may use the “designated player” to assist in defusing situations.

If the “designated player” is not the team captain he/she shall be indicated on the official line-up must specify (using “DP”) who the “designated player” is.

Designating a player other than the captain means the captain shall be treated as any other field player in terms of their rights to address the referee.

- **Offensive, Insulting or Abusive Language and/or Gestures**

Any player who uses offensive, insulting or abusive language and/or gestures must be red carded if the player's actions exceed the boundaries of the "Personal, Public and Provocative" standards.

- **Physical Contact with an Official**

Any player who makes deliberate physical contact with an official in order to dispute a decision, must be sent off for violent conduct. The referee should not tolerate physical contact by a player (including a substitute, substituted player, or any other person under the authority of the referee) which:

- Involves force or aggression (grabbing, pushing, slapping, bumping, stepping on feet, and so forth)
- The official has sought to avoid by moving away and by making a gesture which clearly indicates any further approach is unwelcome (continued pursuit by a player, if performed in a threatening manner, is included here even if physical contact does not result)
- Is initiated from an unexpected direction and unaccompanied by any warning
- Is delivered in a context which clearly includes disapproval, lack of friendliness, or anger
- Restrains or prevents an official from withdrawing from the contact (e.g., by blocking retreat or holding)



Managing the Technical Area

2009 Referee Program Directives

February 2, 2009

Techniques by Position

The following are techniques individuals on the officiating team can use to positively manage personnel in the technical area. Not only consider the actions of those in the technical area but also use the “public, personal, and provocative” nature of comments prior to dismissal.

Remember, all officials should be approachable before, during, and after the game where appropriate. Be firm, fair, and calm.

1. Referee

- Cover bench management thoroughly in the pre-game
- Listen for comments from the bench area so that you don't put all the burden on the fourth official
- Eye contact with personnel (“the look”)
- Body and hand motions
- Position yourself in close proximity to the bench: presence lends conviction
- Acknowledge the coach: “I hear you” or gesture to him
- Use the “flyby” approach: run by the bench or position yourself by the bench on a restart so the coach can vent
- Take ownership of the issues (don't leave it on the shoulders of the fourth official): on a stoppage in play, communicate with the coach as the situation escalates. State your expectations and hold the coach responsible
- Empower the fourth official and AR1. Make them feel supported

2. Assistant Referee 1

- Maintain concentration on the field. Do not get caught up conversing with bench personnel
- AR can communicate with bench personnel in the same manner the fourth official does; however, prolonged interaction distracts from the primary role and focus and, as such, the communication must be distinct and to the point
- Use loud communication to the fourth official in front of the bench so the teams know you are participating in the process
- Support the fourth official: know the experience level of the fourth official. Ensure that you are able to read the situation and know when the fourth official has reached the point of no return

- Feel the situation and read when the fourth official has reached the point of no return
- Acknowledgment

3. Fourth Official

- Break the ice by introducing yourself to the coaches prior to the game
- Provide enough space for the coach to “vent” without crossing the line
- As the game progresses and situations within the game transpire, develop a plan to handle the technical areas without overreacting
- Impose a positive presence (near technical area personnel) when needed. Don’t follow and shadow them – let them coach
- Create the perception you are giving equal time to both technical areas/coaches
- Use the ASK, TELL, REMOVE procedure but do not hesitate to invoke the “remove” stage if the situation requires it
- Confirmation from the AR: If the situations permits, prior to having bench personnel dismissed, consider consulting with AR1. This way, it is a two-way decision and you will feel more comfortable you are doing the right thing for the game
- Find the peacemaker on the bench to help
- Use a well-placed smile
- Identify the person who will be dismissed
- Try to be in the camera frame when dealing with unruly bench personnel: presence means de-escalation. By being in the camera frame, you are demonstrating to everyone that you are participating and making a positive effort to manage the situation
- Be a “sounding board” for the coach but not a verbal “punching bag”
- Consider the “public, personal, and provocative”

Ask, Tell, Remove Process

The following process is recommended for all officials to follow relative to conduct within the technical area.

- **Ask**
If a situation arises where there is irresponsible behavior, you are to **ASK** the person(s) to stop.
- **Tell**
If there is another occurrence where there is irresponsible behavior, you are to inform that person that the behavior is not permissible and **TELL** them (insist) to stop.
- **Remove**
If the non-accepted actions continue, you must **REMOVE** that person immediately.

These are the recommended steps from U.S. Soccer and the CSA but they are not necessary if the behavior and conduct of personnel within the technical area requires immediate dismissal. Remember, where circumstances permit, use a “gentle escalate” approach so that referee team responses match the nature of the bench behavior. Try to use the least intrusive response that will solve the problem.

2009 Instructions to Referees

As a preventative measure, referees are instructed to utilize the following technique when dealing with personnel in the technical area:

When the fourth official has determined that his utilization of the “TELL” step has been insufficient and the conduct in the technical area continues to be irresponsible and, thus, the fourth official is ready to escalate to the “REMOVE” step, the fourth official shall *notify* the referee. At a stoppage, the referee shall approach the technical area and “warn” the coach that any further irresponsible behavior will result in a dismissal from the game. Thereafter, any further irresponsible behavior will result in immediate dismissal (the “REMOVE” step).

In the pregame, the referee team shall establish an escalation procedure by which the fourth official shall notify the referee of the irresponsible bench decorum and the subsequent process of the referee notifying the coach. **Note:** *This does not prohibit, at any time, the referee or fourth official from moving directly to the “REMOVE” stage based upon irresponsible bench decorum.*

What You Can Say

Phrases you can say to bench personnel in a polite, respectful, and concise fashion. Comments should be short, to the point, said in a way that will not provoke a negative response:

- *“I hear you” or “I understand you, coach”*
- *“Coach, talk to me”*
- *“Coach, I will listen to you but not the rest of the bench”*
- *“I will pass along the message”*
- *“I will talk to the ref/AR”*
- *“We will talk about it at half time”*
- *“Talk to me rather than shouting”*
- *“I know how important this game is to you, it is just as important to us”*
- *“Coach, I understand you are upset but you need to calm down”*
- *“I can see you don’t agree with the call, but PLEASE – settle down”*
- *“Please stop being so visual. Talk to me but don’t wave your hands”*
- *“The ref got it, give him a chance”*
- *“Where are you going”*
- *“Don’t do it”*
- *“The ref was there”*
- *“This is a game of angles; we have a different angle than the referee”*
- *“If I have to call the referee over, you will be dismissed”*
- *“Coach, please talk to your assistant, he is getting close my having to take official action”*
- *Remind the coach of position papers and memos outlining bench decorum*

What You Can’t Say

Officials should avoid any open ended phrases that conjure up debate or that “add fuel to the fire” by inviting further heated conversation

Fourth officials *cannot*:

- Curse, use abusive or insulting language: “Coach, shut up and sit down”
- Criticize the members of the referee team: “I agree – he’s having a bad day”
- Attack or criticize the coach or his team
- Say what you would have done in that situation
- Make physical contact with bench personnel
- Issue threats unless you are ready to enter the “Remove” phase and you are ready to follow-through
- Use phrases that invite further debate or negative discussion

Reasons Why We Don't Take Action

- Want to be “friends” with bench personnel
- Afraid to address or lack of confidence to deal with any altercation
- Don't want confrontation
- Don't want to be “bad guys”
- Intimidated by coaches
- Feel assignments will be impacted negatively
- Will see the coach again
- The referee may have made a bad decision. However, the referee's decision, right or wrong, should not impact other official's decision to deal with the technical areas
- Feel it is the referee's game and other officials don't want to negatively impact the referee's game

Actions That “Cross the Line”

The following is a list of actions that require the referee to “dismiss” the appropriate person from the technical area. Non-playing personnel (everyone except players, substitutes or substituted players) are not shown the red or yellow card. Instead, the referee identifies the individual and then advises that they are now to leave the Technical Area. Dismissal for non-playing personnel should be written as “irresponsible behavior” and specific details noted on the game report.

As a general rule, TELL twice, then REMOVE. Think persistent infringement. Try to prevent getting to the TELL stage. Remember, it is not ASK, TELL . . . TELL . . . TELL . . . TELL, then REMOVE.

- Coach/bench personnel leaving technical area (including entering the field) to dispute/dissent a call – even if the call isn't what he thinks it is
- Coach/bench personnel throwing/kicking anything while disputing a call
- Coach/bench personnel kicking/hitting advertising boards or bench in dispute of a call
- *Directed* abusive, insulting or offensive language and/or gestures
- Inflammatory and/or aggressive behavior (verbal and/or physical) with the opposition
- Interfering with the restart of play and field players
- Making unwanted and/or aggressive contact with opposing players
- Interfering with the AR or fourth official in the performance of their duties



Assistant Referee Involvement
2009 Referee Program Directives
February 2, 2009

When Assistant Referee Involvement is Required

Referees must establish parameters for involvement during the pregame discussion. Assistant Referees (ARs) must feel empowered to participate in game critical decisions when they are 100% certain. They must also have guidelines which enable their involvement to be supportive rather than appear in conflict with the tenor of the match set by the referee. Simply, ARs must get into the same rhythm as the referee but must also develop a “feel” for the game in terms of being involved when the referee’s rhythm is not sufficient for the game.

In certain circumstances, ARs should utilize the “wait and see” approach prior to involvement. Give the referee the first opportunity to be engaged. If, due to the referee’s attention being engaged elsewhere, the referee is not aware of a critical situation, then the AR is empowered to provide assistance within these guidelines.

There are two types of “involvement:” managing game situations and doing subtle things to support the referee thereby making the referee team successful. The AR has an **obligation** to the referee and to the game.

The following list is intended to help officials define the moments in the game **when AR involvement is required:**

1. Game Critical Decisions

Situations in which the AR is 100% certain of what he saw – regardless of the position / attitude of the referee

- Decisions the “game requires” or the “referee requires” vs. simple fouls in the midfield – like a penalty kick
- Misconduct (serious foul play / violent conduct): yellow card, red card
- Foul inside / outside of the penalty area
- Goal / no goal decision
- Denying an Obvious Goal Scoring Opportunity (DOGSO)
- A team will gain an “unfair advantage” if the referee team does not deal with it
- A “trigger” event occurs that is likely to lead to mass confrontation if not dealt with quickly and firmly (look for a situation that may escalate)

2. Off-the-Ball Incidents

- Behind the referee’s back vs. right in front of the referee

3. Eye contact by the referee
 - When the referee makes eye contact and gives the “what happened” look vs. when the referee signals “play on” or “nothing there”
4. Referee is out of position or far from play
 - The closer to the AR, the greater the likelihood for involvement
 - Proximity to play
 - Counter-attacks
 - Poor positioning on a free kick
5. Referee’s Angle of Vision
 - The referee does not have a clear view of the action due to a poor angle, interposed players, or a counter-attack
6. Mass Confrontation
 - Participation in the “triangle of control”
 - Providing appropriate misconduct information
7. The Management Style of the Referee
 - Adjust involvement accordingly
8. Temperature of the Match
 - Read the game / feel the game
 - Increased involvement in difficult matches to aid in game control
9. Goal Line Decisions
 - On the goal line for ball in / out decisions
 - On the goal line for goal / no goal decisions
 - On the goal line for goal kick versus corner kick decisions
 - Initial indication when action is in the ARs “quadrant,” assistance and confirmation in the referee’s “quadrant”
 - *Note: ARs must sprint all balls back toward the goal line*
10. The Whole Picture Not Seen
 - Despite the referee taking action, he may not have seen the entire incident or the total impact / severity of the action
 - Information about actions which preceded the violation that caught the referee’s attention

Over-Involvement by the Assistant Referee

While ARs need to feel empowered to assist the referee in the critical areas detailed above, they must also show restraint in taking over the game or from being over exuberant in flagging calls that interfere with the referee’s

performance and game flow or risk taking management. Note: over-involvement does not extend to participation in the decisions that the AR is 100% certain and that impact the overall outcome of the game.

The following are situations that may be categorized as the AR being “**over-involved:**”

1. Fouls Called Not Consistent with those of the Referee
 - AR is not reading the game like the referee (out of the rhythm of the referee)
 - (a) Violations which the referee would have considered doubtful or trifling
 - (b) Violations to which the referee would have applied advantage
 - (c) AR must follow the game management style outlined by the referee in the pregame and watch closely as that style is implemented on the field (getting into the rhythm of the referee)
 - (d) Neither the game nor the referee needs the call
2. Over-Extending Beyond the ARs “Area of Control”
 - As distance to the event increases, the ARs involvement generally should decrease, except where 100% sure and game critical
3. The 50/50 Call
 - Decisions that may be too difficult for the AR to sell from his position
4. Flag Because it is Near Me Syndrome
 - Flag will come up after the whistle

Involvement Summation

ARs were asked to think about the following question prior to raising the flag:

“If I raise the flag, do I interfere with the referee, and if I don’t raise the flag, do I fail the game?”

As ARs contemplate involvement and as they answer the aforementioned question, the following two factors should be considered very quickly:

- **Does the referee have a clear view of the incident?**
Was the infraction such that the referee can clearly see the play and make the decision? Where is the referee positioned? Is he close enough to the play to make the decision on his own? If you answer, “no, the referee did not see it” then you can consider the next question.
- **Did I clearly see the infraction?**
If there is any doubt as to what you saw, leave the decision to the referee unless the referee looks to you for assistance because he also senses there

is an issue. If this is the case, then you need to balance your participation based upon your “gut” feeling and how committed you are to the other questions you must answer.

Overall, ARs are empowered to participate in the game if *non-involvement* means you:

- Fail the Game
- Fail the Referee
- Impact the outcome of the game

In many instances, ARs should consider using the “wait and see” approach and refrain from quick flags. ARs should temper involvement until the game or the referee needs you.



Contact Above the Shoulder
2009 Referee Department Directives
February 2, 2009

General Guidelines

Guidance is provided for two (2) types of “Contact Above the Shoulder:”

1. Ball In Play

Contact made between opponents most often during aerial challenges and during attempts by players to create space when they have possession of the ball. Contact is generally initiated with the forearm or elbow and, at times, with the palm of the hand to an opponent’s face as the player with the ball attempts to create space between himself and the opponent. Examples include but are not limited to:

- Aerial challenges: players jumping up and often into opponents to win headers.
- An attacker being held from behind while in possession of the ball: the attacker swings his arm/elbow/hand back into the opponent’s face to attempt to disengage him.
- An attacker has picked up speed and has pushed the ball by the defender and will pass the defender on his run with the ball: the defender uses his elbow/arm/hand in the facial region of the opponent to stop their progress.

2. Dead Ball Situations

Deliberate and intentional contact to the face of an opponent while the ball is out of play. Most likely to occur during instances of game disrepute or mass confrontation. Contact is generally made with a part of the hand.

Contact Above the Shoulder: Ball In Play

The acronym F-I-R-E should be used to assist officials with identifying elbows (in the run of play/ball in play) that should be dealt with by showing a red card for either serious foul play (if committed while competing for the ball) or violent conduct (any time other than while competing for the ball):

- Frustration
- Intimidation
- Retaliation (payback)
- Establish Territory or Space

Aerial Challenges: When evaluating aerial challenges referees should consider the following:

- **Does the player lead with the forearm and/or is the arm extended from the jumper's body?**

Does the player lead with the forearm and/or elbow as he jumps at or toward the opponent instead of straight up? An arm extended from the jumper's body is like a battering ram (solid, hard and unforgiving). Think "up and in" toward the opponent. Generally speaking the following guidelines can be applied:

- Up, Not In: A player who jumps straight up, with the arm in, is generally attempting a fair challenge.
- Up and In: A player who jumps toward the opponent, landing a far distance from where they initiated their jump with their arm extended thereby initiating contact above the opponent's shoulders is generally attempting an unfair challenge and the referee should consider misconduct.

- **Is the safety of the opponent endangered?**

Is the aerial challenge done in such a manner whereby there is disregard to the safety of the opponent? When a solid, extended arm makes contact with a player's face (soft tissue) or neck region, the player's safety is endangered. The referee needs to take into consideration the safety or well being of the opponent. The fact that the facial/head region is involved should be a signal to the referee that the safety of the opponent is jeopardized.

- **The result of the contact**

The result of the forearm and/or elbow contact, not just whether the player swung his arm/elbow to make contact. The consequences of a solid object (forearm, palm of the hand, elbow) connecting with a soft object often results in injury, broken jaw, broken nose, blackened eye.

Do not focus solely on the swinging of the arm. Referees need to modify their approach and consider the three factors above. By including these factors in the decision, officials will be better prepared to take the appropriate action.

Think before you act: A good officiating technique to aid in recognizing the severity of the "contact above the shoulder" involves delaying the ultimate decision a second or two in order to give the referee time to visualize and process the information.

After considering these factors, if the referee believes the safety of the opponent is endangered or would have been endangered, then a red card is mandated.

The idea of "excessive force" is important. **Contact with a solid object (forearm or hand) with a soft object (the face) often should be interpreted**

as “excessive force,” as the amount of force necessary to injure the opponent is significantly less. Also, consider that when contact above the shoulder is initiated, players do not have the opportunity to defend themselves; as a result, the player receiving the contact is extremely vulnerable.

Contact Above the Shoulder: Dead Ball Situations

The following involves premeditated and deliberate contact with an opponent's face during dead ball situations – a stoppage in play. Key is “contact above the shoulder.”

Intentional and deliberate contact in the area of the face is not permitted with any part of the hand. Deliberate facial contact cannot be tolerated. Players who intentionally make contact with an opponent's face **must be issued a red card** for violent conduct.

Actions aimed at the face of an opponent must be dealt with severely REGARDLESS OF THE FORCE USED if the actions are:

- Deliberate
- Intended to intimidate
- Endangering the safety of an opponent
- Insulting and/or offensive in nature
- Potentially inciting further action on the part of opponents
- Done in a provocative, inciteful manner

The above is not intended to address friendly contact that is not confrontational.

The following lists some specific (but not all) examples of the manner in which the contact can be initiated:

- Use of the backhand
- Open handed slap
- A push/slap to the face
- The jabbing of a finger(s) to the face
- Grabbing hair
- Use of a fist

Contact with the back of the head: When applying the aforementioned examples, the use of force becomes increasingly important when it involves contact with the back of the player's head. Although the likelihood for injury is somewhat lessened as compared to contact with the face, referees must be aware of the danger to injure that “excessive force” to the back of the neck may cause. Depending upon the intent and the force used to the back of the head, referees may exercise reasonable discretion/tolerance in the selection of the most appropriate sanction.

Contact Above the Shoulder: SUMMARY

Consider the following tool vs. weapon comparison as “contact above the shoulder” occurs.

- **Tool:** consider a foul or yellow card if contact made
- **Weapon:** a red card is mandated

TOOL	WEAPON
<ul style="list-style-type: none">• Arm used for balance• Normal body movement• No swing of the arm INTO the opponent• Opponent into arm/elbow/hand – not arm/elbow/hand into opponent• Arm/elbow was out <i>before</i> the challenge was initiated• Not UP and IN – just UP	<ul style="list-style-type: none">• Excessive force used• Safety of the player is endangered• Hard surface (forearm/elbow/hand) contacting soft surface (facial and neck region)• Arm/elbow UP and IN to opponent• Arm/elbow/hand is swung toward opponent’s facial region• UP and IN – arm used as a “battering ram”• Injury results



Free Kick and Restart Management
2009 Referee Program Directives
February 10, 2009

Basic Requirements for Managing Free Kicks

If at all possible, the referee should know the tendencies of the teams and the individual players before the game so he can facilitate their style.

There are two types of free kicks with separate methods for managing each: Quick Free Kicks (QFK) and Ceremonial Free Kicks (CFK).

Quick Free Kicks (QFK)

Definition:

The attacking team takes the kick as soon as the ball is properly placed, with no separate signal needed by the referee. The attacking team does not ask for (verbally or visually) the minimum distance to be enforced.

- Should be the method encouraged by the referee except where a specific reason exists requiring a CFK.

Ceremonial Free Kicks (CFK)

Definition:

The kick cannot be taken by the attacking team until the referee gives a separate signal – the whistle under the following circumstances:

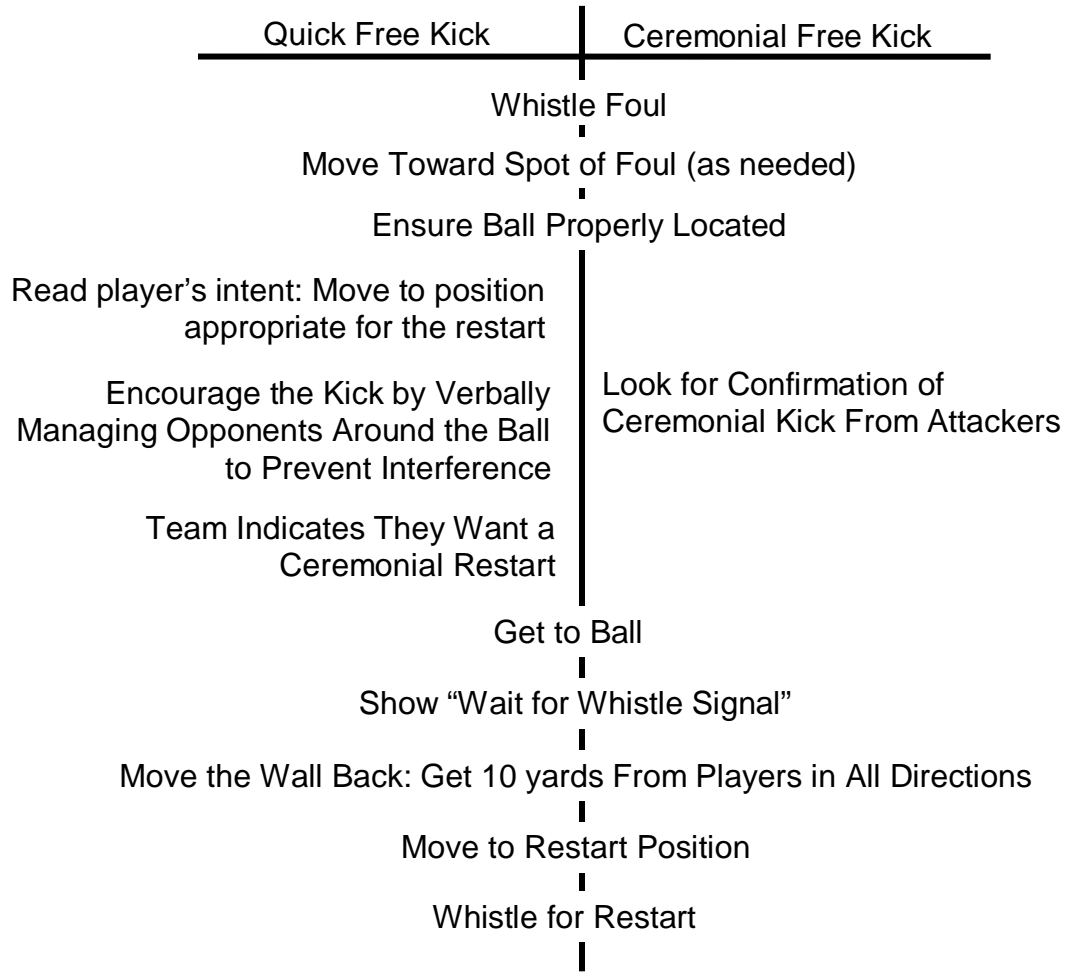
1. The attacking team requests a CFK by asking the referee (verbally or visually) for the minimum distance to be enforced or “to move the wall back.”
2. The referee or assistant referee (AR), with the referee’s acknowledgment, chooses to enforce the distance for game management purposes.

CFK must only be used when:

1. A red or yellow card is to be given for misconduct occurring prior to the restart.
2. A serious injury occurred requiring the trainer to enter the field to attend to but not treat the player (or on the field treatment of an injured goalkeeper)
3. The attacking team requests that the minimum distance requirement be enforced against the opponents.
4. The referee decides to slow down the tempo of the match for game control purposes (for example, to have an extended/formal conversation with a player).

It is critical to set the tone early on all free kick restarts. Set your standards and then hold the players accountable – set the precedent. Failing to deal with encroachment and interference early, makes it more difficult to get distance in the critical areas of the field as the game develops. Where encroachment or interference is blatant and obvious, your control is being tested and it is particularly important that you act firmly. Where it is less obvious, use discretion.

Sequence of Actions to Manage Free Kicks



1. Danger Zone Free Kicks

"Danger zone" refers to the area approximately 18-35 yards from goal in which goals can be scored directly off the restart

- Ball at proper location
- Referee close but not interfering with a "quick free kick:" is the attacker looking to put the ball into play (body language)?
- Ask the attacking team if they want the wall moved

- If the attacking team indicates they want a *ceremonial free kick*, the referee must move quickly to the ball
- Clearly indicate “wait for the whistle” signal by visually pointing to the whistle no higher than face level and, as appropriate, verbally advising the attacking players in the vicinity to wait for the whistle: this will make it easier for the defenders to move into the proper position
- Move wall back: defending players 10 yards away from the ball in all directions
- Whistle the restart

2. Prevention: Dealing with the “Statue”

The player(s) who immediately stands in front of the ball to prevent the kick from being taken thereby forcing the referee to intervene.

- Proactive verbally: as you see the player take position in front of the ball, verbally ask them to retreat
- As you move to the restart position, attempt to encourage the statue to move with you / back-up with you
- If you see this as a trend to delay the restart, move to the spot of the foul quicker and manage more with your presence
- Consider: did the player run-in to form the statue or was he there immediately following the foul?
- Presence is critical to prevent the statue from kicking or throwing the ball away

Prevention: How to Prevent Interference

- Presence
- Awareness of team and player tactics: before the game and as the game develops
- Verbal and visual communication
- Be proactive. Speak to the player during the game and communicate your restart requirements. Encourage them to participate
- ARs assistance:
 - Needs to be clearly established in the pregame (when and how)
 - If used, the referee must wait until the AR is back in position before signaling for the restart

Cautions and Retakes

Referees are responsible for ensuring that free kicks are taken without encumbrances unless a team decides to take a *quick free kick*. The following guidelines must be followed as they relate to the taking of a free kick.

Note the following contained in the 2008/2009 version of FIFA’s “Interpretation of the Laws of the Game and Guidelines for Referees:”

“If a player decides to take a free kick and an opponent who is less than 10 yards from the ball intercepts it, the referee must allow play to continue.”

and

“If a player decides to take a free kick quickly and an opponent who is near the ball *deliberately prevents* him from taking the kick, the referee must caution the player for delaying the restart of play.”

The key phrase here is “*deliberately prevents.*” This means that the player impedes in a manner that the kicker is unable to take the free kick quickly. If the kick is taken, it has not been prevented from being taken and play must be allowed to continue.

KEYS:

- **The taking of the free kick is a decision of the attacker and, therefore, the attacker must assume responsibility for the consequences.**
- **A key term in “deliberately prevents” is moving / lunging / advancing toward the ball.**

1. Ceremonial Free Kick

- Wall is set
- Referee whistles for kick to be taken
- Player fails to respect the distance (within 10 yards)
 - (a) Ball strikes player encroaching from wall: **caution** and **retake**
 - (b) Player moves within 10 yards at taking of the kick but no contact with the ball (referee judges encroachment to have interfered with the kick): referee has discretion but the recommended action is a **caution** and **retake**
 - (c) Player moves within 10 yards at taking of the kick but no contact with the ball (referee judges encroachment did not interfere with the taking of the kick): continue play
 - (d) Player moves within 10 yards prior to the taking of the kick (the referee must use every effort to intervene before allowing the kick to be taken):
 - First time of failing to respect the distance on the free kick: the referee is to issue a warning to the player/team as long as the ball has not been put into play
 - Second time: **caution**
 - Note: this does not prohibit the referee from cautioning on the first encroachment depending upon situation and the “big picture” of the game

2. Attacking Team Takes Ceremonial Free Kick Prior to Whistle

- Attackers asked for and were granted 10 yards
- Referee gives “wait for the whistle” signal
- Attackers take the free kick prior to the referee’s whistle to restart play

In all instances in which the kicker takes the free kick prior to the whistle, the referee *must* retake the kick as the ball was not put into play in accordance with the Laws of the Game that require a whistle prior to a restart on a CFK (when the referee is moving the wall back the appropriate distance). This includes situations like:

- (a) The ball goes out of play directly from the free kick.
- (b) The ball stays in play.
- (c) The ball goes directly into goal from the free kick.

Regardless of the result of the restart, the free kick must be retaken.

If the referee believes the player intentionally played the ball prior to the whistle in order to cheat, deceive, or gain an unfair advantage, then the referee may **caution** the player for unsporting behavior and retake the free kick. If the referee believes that the early restart was merely a mistake/misunderstanding by the player, then the referee may merely award a retake of the free kick without cautioning.

3. Quick Free Kick – Attacking Team Deliberately Kicks the Ball Into the Opponent

- Regardless of the position of the defending team, the attacking teams intentionally kicks/plays the ball directly into the opponent who is less than the required minimum distance from the ball – the defender does not advance or lunge directly toward the ball with his foot/leg to prevent the kick: **continue with play**

4. Quick Free Kick – Deliberately Preventing the Free Kick from Being Taken

- Defending player, less than the minimum required distance, deliberately prevents the attacking team from putting the ball into play: **caution and retake**
 - The defender moves, lunges or advances directly toward the ball to interfere or prevent. This includes the player who runs from behind the ball, advances toward the ball and makes contact as it is put into play.
 - Remember, the attacking team basically “assumes the risk” when they put the ball in play despite the defender not being 10 yards from the ball.
 - Seeing that a defender is less than the required distance and that the defender may interfere with the taking of the QFK, the referee should attempt to prevent the interference with presence and encouraging the defender to retire the proper distance.

- **Intercepts** the QFK after the kick is taken: The referee may exercise discretion depending upon whether he/she felt the defender deliberately prevented the ball from being put into play. The referee must take into consideration whether the attacking team had the opportunity to play the ball and whether the attacker knew the position of the defender at the time the QFK was taken.
 - If the attacker knew where the defender was at the time the QFK was taken, then the likelihood that the defender prevented the free kick from taken is minimal. In this case, it can be assumed that the attacker “assumed the risk.”
 - A player who runs from behind the ball at the taking of a free kick should be dealt with by the referee depending upon whether he/she contacts the ball or not. Contact with the ball requires a caution. Discretion can be used in determining the referee’s action if contact is not made with the ball.
 - The defender DOES NOT move, lunge or advance directly toward the ball to intercept or prevent – the leg/foot is to the side and the player is stationary or moving back.

5. Delaying A Restart

- A player on the defending team deliberately kicks the ball away, carries it away, tosses it away, withholds the ball from the opponent, etc. in order to delay the opponent from taking the free kick
 - (a) The referee may use discretion depending upon the “big picture” (time of the match, the number of similar incidents, the atmosphere of the game, etc.) in handling occurrences of delaying the restart. After considering the “big picture” the referee may decide that a stern word or an official admonishment may suffice with further disciplinary action to follow if similar actions persist. This does not, however, restrict the referee from cautioning a player on the first occurrence.
 - (b) Instances of delaying the restart often result in game disrepute and mass confrontation as they provoke opponents and lead to physical contact. This is especially true when players hold the ball forcing the opponent to grab for it to gain possession. Referees must be cognizant of the potential for game disrepute or mass confrontation and should take preventative measures.



2009

7 + 7

Cautionable

Offenses

Sending-Off

**PROFESSIONAL, ADULT AND YOUTH
COMPETITIONS**

Paul Tamberino
Director of Referee Development

Alfred Kleinaitis
Manager of Referee Development and Education

UNITED STATES SOCCER FEDERATION

7

CAUTIONABLE OFFENSES

A player is cautioned and shown the yellow card for committing any of the following seven offenses (actions of special concern to FIFA are displayed in bold print):

1. is guilty of unsporting behavior (UB)

(The following actions are examples only and are not a complete list.)

- a. Commits a direct free kick foul in a reckless manner (for example, charging, pushing, tripping)
- b. Commits a direct free kick foul in a reckless manner while tackling for the ball from any direction
- c. **Commits a tactical foul designed to interfere with or impede an opposing team's attacking play (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform, handling the ball deliberately)**
- d. Handles the ball deliberately to score a goal
- e. Commits an act which, in the opinion of the referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, or taunting)
- f. **Fakes an injury or exaggerates the seriousness of an injury**
- g. **Fakes a foul (dives) or exaggerates the severity of a foul**
- h. Interferes with or prevents the goalkeeper from releasing the ball from the hands into play
- i. Verbally distracts an opponent during play or at a restart
- j. **Unfairly distracts or impedes an opponent performing a throw-in**
- k. Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned)
- l. Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)
- m. Makes unauthorized marks on the field
- n. **Removes the jersey or covers the face with a mask or similar device after scoring a goal**
- o. Uses an artificial aid to unfairly assist play (for example, leaning on the shoulders of a teammate, using an article of clothing to avoid direct contact with the ball, moving or removing a corner flag on a corner kick, hanging on a crossbar)
- p. Uses tobacco or tobacco products in any form in the area of the field

2. shows dissent by word or action (DT)

- a. Verbally or through action disputes or shows contempt for an official's decision
- b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision

3. persistently infringes the Laws of the Game (PI)
- Repeatedly fouls or participates in a pattern of fouls directed at an opponent
 - Violates Law 14 again, having previously been warned
 - If playing as goalkeeper, wastes time, having previously been warned or penalized for this behavior
4. delays the restart of play (DR)
- Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent
 - Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent
 - Fails to restart play after being instructed to do so by the referee or hinders the restart of play
 - Excessively celebrates a goal
 - Fails to return to the field upon conclusion of the midgame break, fails to perform a kick-off when signaled to do so by the referee, or fails to be in a correct position for a kick-off
 - Provokes a confrontation by deliberately touching the ball after the referee has stopped play**
5. fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in (FRD)
- Does not retire at least ten yards away from an opponent's free kick
 - Does not retire at least ten yards away from an opponent's corner kick
 - Does not retire at least two yards away from an opponent's throw-in
6. enters or re-enters the field of play without the referee's permission (E)
- After having previously been instructed to leave the field to correct equipment
 - After having previously been given permission by the referee to leave the field due to an injury
 - After having previously been instructed to leave the field due to bleeding or blood on the uniform
7. deliberately leaves the field of play without the referee's permission (L)
- To place an opponent in an apparent offside position
 - Other than through the normal course of play

A substitute or substituted player is cautioned and shown the yellow card if he commits any of the following three offenses:

- 1. is guilty of unsporting behavior**
- 2. shows dissent by word or action**
- 3. delays the restart of play**

If a substitute who enters the field of play without the permission of the referee is to be cautioned, the official reason given must be "unsporting behavior" – this applies as well to previously substituted players except where the rules of competition allow unlimited re-entry with the permission of the referee.

7

SENDING-OFF OFFENSES

A player, substitute or substituted player is sent off and shown the red card for committing any of the following seven offenses:

1. is guilty of serious foul play (SFP)
2. is guilty of violent conduct (VC)
3. spits at an opponent or any other person (S)
4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (DGH)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (DGF)
6. uses offensive, insulting or abusive language and/or gestures (AL)
7. receives a second caution in the same match (2CT)

A substitute or substituted player who commits any violent act should be sent off and shown the red card for Violent Conduct.



Kicks From The Penalty Mark Checklist

(References below to “regular play” include any additional periods of play required by the competition authority as a means of breaking a tie prior to the use of kicks from the penalty mark. References to “round” mean the entire set of eligible players for a team.)

Before the conclusion of regular play

- Cover in the pregame basic requirements for this procedure
- In competitions using unlimited substitution rules, remind both coaches at a convenient stoppage (e.g., between the first and second additional periods of play) that:
 - Only players on the field at the end of regular play will be eligible to participate in kicks from the mark
 - Eligible players must be kept separate from ineligible players when regular play ends

Between the conclusion of regular play and the taking of the first kick

- The “kicks from the penalty mark” phase of the match begins immediately upon the conclusion of regular play and includes the activities described in this section
- Determine the number of eligible players for each team
 - Eligible players include any players temporarily off the field with the permission or at the direction of the referee (e.g., receiving treatment, correcting equipment, bleeding, or blood on the uniform who have not been substituted with the permission of the referee)
 - A player temporarily off the field at the end of regular play who is declared unable to return after regular play has ended but before the first kick from the mark is taken may not be substituted for and will reduce the number of eligible players for that team
- If, based on this determination, the teams are of unequal numbers, the team with more eligible players must “reduce to equate”
 - The captain of the team with the greater number must identify the player(s) to be excluded from participating in kicks from the penalty mark as a means of making equal the number of eligible players on each team
 - The excluded player(s) must join team officials and substitutes in the technical area
- Allow eligible players to receive water, treatment, equipment repair, or other such assistance on the field near their bench. Team officials may temporarily enter the field but must exit the field when directed by the referee.
- Decide which end of the field will be used for this procedure
 - The senior assistant referee takes a position at the intersection of the goal line and the goal area line
 - The other assistant referee will be located in the center circle
- Conduct a coin toss (winner chooses which team will kick first)

- At the conclusion of the break time set by the competition authority, ensure that only eligible players remain on the field
 - Defending goalkeeper properly positioned at the goal
 - Non-defending goalkeeper at the intersection of the goal line and the penalty area line behind the senior assistant referee
 - All others off the field (substitutes and team officials in their respective technical areas)

During kicks from the penalty mark (from the first kick onward)

- All eligible players (including the goalkeeper) must conform with the uniform and equipment requirements of Law 4
- All players and substitutes remain under the authority of the referee
- A foul cannot be committed, but an appropriate card can be shown for misconduct
- A caution issued during regular play (including any extra time) is counted in causing a send-off if a second caution is given during kicks from the mark
- Team officials are required to behave in a responsible manner
- A player who is sent off or is injured and unable to continue will reduce the team's pool of eligible players but the opposing team will not further "reduce to equate"
- Substitutions are not permitted
 - However, an injured goalkeeper may be substituted if the team has not used all its permitted substitutions
 - If the goalkeeper had kicked before being replaced, the goalkeeper's substitute from off the field is considered also to have kicked
 - No eligible player will be permitted to kick more than once in the same round of that player's team
 - The goalkeeper may change places with an eligible teammate at any time provided the requirements of Law 3 are met
- Except where modified by rules specific to this procedure, kicks from the mark are conducted in accordance with the requirements and procedures in Law 14, the Guide to Procedures, and the officiating team's pregame discussion
 - However, once the ball is in play, the kicker may not play the ball again in any way (including if the ball rebounds from the goalkeeper, the crossbar, or a goalpost)
 - A goal is scored by a kick from the mark only if it meets the requirements of Law 10
 - If the kicker violates Law 14 and a goal is scored or if the goalkeeper violates Law 14 and a goal is not scored, the kick must be retaken
 - If, as a result of a violation, the kick must be repeated, it may be taken by a different eligible player
 - The other eligible player must not have kicked already in the same round
 - The original kicker whose kick is retaken by a different eligible player is not counted as having taken a kick
 - The senior assistant referee assists the referee with determining if a goal has been scored and whether there has been illegal goalkeeper movement which affected the outcome of the kick

- The other assistant referee assists in managing the eligible players in the center circle and maintaining an orderly movement of the players out from and back to the center circle, in accordance with the procedures discussed in the pregame.
- If the end of the field being used for kicks from the mark becomes unplayable (field conditions and/or the condition of the goal), the referee may change to the other end of the field, but it is recommended that, if possible, this not be done until each team has kicked an equal number of times
- Unless otherwise specified by the rules of competition, the final match report will indicate the tied score at the end of regular play (including any extra time) and will then indicate the final tally of kicks from the mark which allowed one team to advance
- If, through misconduct, injury, or other cause, the number of players on a team falls below seven, the kicks from the penalty mark will continue so long as the team has at least a single eligible player

Initial group of 5 kicks from the mark

- Kicks from the mark are conducted in pairs, one from each team, for an initial round of up to five pairs
- Kicks from the mark are stopped and one team is declared the winner if that team has scored more goals than the other team and the number of kicks remaining for that other team is insufficient to make up the difference (e.g., 3-0 after three rounds -- the team with 0 cannot make up the difference since only two kicks remain)
- Kicks from the mark proceed past the initial round of five only if, after five kicks by each team, the score is still tied

Initial round of all eligible players

- Past the initial group of five, kicks from the mark proceed only in single pairs
- At this point, kicks from the mark are stopped and one team is declared the winner if that team has scored in its pair but the other team has not
- If kicks from the mark proceed beyond all eligible players into a second or subsequent round, players are not required to kick in the same order as in any previous round





THE FOURTH OFFICIAL

An Exercise In Teamwork



The Fourth Official

TOPICS:

- Professionalism
- Specific Responsibilities:
 - Before The Match
 - During The Match
 - After The Match



Professionalism

- **Critical Member of Officiating Team**
- **Must Be Fully Prepared to:**
 - **Replace**
 - **Assist**
- **Role Set In The Laws of the Game**

More ...



Professionalism

- **Main Liaison Between Referee/ARs and:**
 - **Facility Managers**
 - **Security**
 - **Broadcasting**
 - **Team Officials**

More ...



Professionalism

- **Acts Early To Resolve Issues**
- **Maintains Composure And Professional Appearance**
- **Avoids Distractions From Core Duties**

More ...



Professionalism

- **Manages Bench/Technical Areas**
- **Endeavors To Prevent Unauthorized Entry Onto The Field**
- **Additional “Set Of Eyes”**

More ...



Professionalism

- **Acts Under General Authority Of Referee And In Referee's Name**
- **Resolves Issues, To The Extent Possible, Without Recourse To Referee**
- **Involves Referee As A Last Resort**



Professionalism

- **“Fully Prepared” Means:**
 - **Physical**
 - **Mental**
 - **Uniform and Equipment**
 - **Pre-Game Coordination**



Professionalism

- **“Replace” Means:**
 - **What Is Provided For In:**
 - **The Rules Of Competition**
 - **The Laws Of The Game**



**The Rules of Competition:
What is the order of priority if an official is unable to continue?
Who is replaced by whom?**

- **“Replacement” means:**
 - **Who is Provided For In**
 - **The Rules Of Competition**
 - **The Laws Of The Game**

**In the absence of any pertinent Rule of Competition:
The Fourth Official can replace the referee or either
assistant referee**



Professionalism

- **“Assist” Means:**
 - **What Is Provided For In:**
 - **The Laws Of The Game**
 - **Guide For Fourth Officials**
 - **Referee Preferences And Needs**



Assistance

SPECIFICALLY NAMED RESPONSIBILITIES

- **Administrative Duties**
- **Substitution And Equipment Check**
- **Replacement Match Balls**
- **Delegated Inspections**
- **Observations**
- **Report**



Assistance

ADMINISTRATIVE DUTIES

- **Inspection Of Field**
- **Introduction To Team Officials**
- **Inspection Of Game Balls**
- **Briefing Of “Ball Persons”**
- **Inspection Of Bench/Technical Area**
- **Facility Security**

More ...



Assistance

ADMINISTRATIVE DUTIES

- **Retrieval/Securing Of Equipment At Game Breaks**
- **Location/Readiness of Facilities For Officiating Team**
- **Review With Team Officials General Procedures for Warming Up, Activities In Technical Area, Etc.**



Assistance

SUBSTITUTIONS

- **Confirms Identity And Proper Paperwork**
- **Inspects Uniform/Equipment**
- **Ensures Substitute Doesn't Enter Until Permitted**
- **Gains Attention Of Assistant Referee For Substitution Signal**

More ...



Assistance

SUBSTITUTIONS

- **If Both Teams Substituting:**
 - **Keeps Teams Separated**
 - **Handles Only One Team At A Time**
- **Properly Manages Substitution Board (If Used)**

More ...



Assistance

SUBSTITUTIONS

- **Maintains Substitution Log**
- **Ensures Substitutions Are In Accordance With Rules of Competition**



Assistance

REPLACEMENT MATCH BALLS

- **Maintains Control of Match Balls Not In Current Use**
- **Provides Replacement Ball From Reserve Supply When Needed**

More ...



Assistance

REPLACEMENT MATCH BALLS

- **Maintains Control of Match Balls Not In Current Use**
- **Provides Replacement Ball From Reserve Supply When Needed**

This duty is affected by whether “ball persons” are used in the match



Assistance

DELEGATED INSPECTIONS

- **Correction Of Illegal Equipment**
- **Bleeding Or Blood On The Uniform**
- **Responsibility Established In Pre-Game**
- **Procedures Settled For:**
 - **What Must Be Inspected**
 - **When Inspection Successfully Completed**



Assistance

OBSERVATIONS

- **Wrong Player Cautioned**
- **2nd Caution But No Send Off**
- **Violent Conduct Out Of View**
- **Irresponsible Behavior, Bench/Technical Area**



Assistance

REPORTS

- **Confirms Major Events At Mid-Game Break And At End Of Match**
- **Submits Independent Match Report Of Violence Not Seen**



The Fourth Official Review

Professionalism

- **Replace**
- **Assist**

More ...



The Fourth Official Review

Replace

- **Set By Competition**
- **Set By Law Otherwise**

More ...



The Fourth Official Review

Assist

- **Administrative Duties**
- **Substitution And Equipment Check**
- **Replacement Match Balls**

More ...



The Fourth Official Review

Assist

- **Delegated Inspections**
- **Observations**
- **Reports**



The Fourth Official

Additional Resources

- **Laws of the Game (“The Fourth Official”)**
- **Guide for Fourth Officials**
- **Guide to Procedures**